

CLAIMS

1. (Previously Presented) A method for selling a music-based video game in conjunction with a recorded music product, the method comprising the steps of:
 - (a) creating a portion of a video game based on a quantum of music content;
 - (b) embodying the portion of the video game as a computer-readable medium; and
 - (c) offering for sale, as a single unit, an article of manufacture which embodies the quantum of music content in a music playback format and the computer-readable medium embodying the portion of the created video game.
2. (Previously Presented) The method of claim 1 wherein step (a) comprises creating a video game based on the quantum of music content, the created video game comprising a type of video game selected from the group consisting of: a rhythm-action video game; a sing-along video game; a dance-along video game; a character action video game; a first-person shooter video game; and a third-person shooter video game.
3. (Cancelled).
4. (Cancelled).
5. (Cancelled).
6. (Cancelled).
7. (Previously Presented) The method of claim 1 wherein step (a) comprises creating a video game based on the quantum of music content in which user input is received via an input device selected from the group consisting of: a camera; a floor pad; a microphone; a musical controller; and a game controller.
8. (Cancelled).
9. (Cancelled).

10. (Cancelled).

11. (Previously Presented) The method of claim 1 wherein step (a) comprises creating a portion of a video game based on the quantum of music content in which a musical time axis is represented as a spatial path.

12. (Original) The method of claim 11 wherein the spatial path does not lie within an image plane of a display and is rendered into the image plane of the display.

13. (Previously Presented) The method of claim 1 wherein step (a) comprises creating a portion of a video game based on the quantum of music content that includes as a game character a computer-generated likeness of a musician.

14. (Previously Presented) The method of claim 13 wherein step (a) further comprises creating a portion of a video game in which a musical time axis is represented as a spatial path.

15. (Previously Presented) The method of claim 14 wherein the spatial path does not lie within an image plane of a display and is rendered into the image plane of the display.

16. (Previously Presented) The method of claim 14 wherein the spatial path leads to the computer generated likeness of the musician.

17. (Previously Presented) The method of claim 13 wherein the musician is at least partially responsible for creating the quantum of music content from which the portion of the video game is created.

18 (Cancelled)

19. (Previously Presented) The method of claim 1 wherein step (c) further comprises offering for sale as a single unit an article of manufacture embodying the quantum of music content in a music playback format and the computer-readable medium embodying an entirety of

the video game.

20. (Previously Presented) The method of claim 1 wherein step (c) comprises offering for sale as a single unit a single article of manufacture including the quantum of music content and the created video game.

21. (Previously Presented) The method of claim 1 wherein step (c) further comprises offering for sale separately the quantum of music content from which the video game is created and the created video game in proximity to one another within a music store.

22. (Cancelled).

23. (Previously Presented) The method of claim 1 wherein step (c) further comprises making the quantum of music content available for sale exclusively through the created video game.

24-80. (Cancelled).

81. (Previously Presented) The method of claim 17, wherein the computer-generated likeness of the musician responds to input from a player.

82. (Previously Presented) The method of claim 17, wherein the computer-generated likeness of the musician responds to music performance input from a player.

83. (Previously Presented) The method of claim 17, wherein the computer-generated likeness of the musician responds to music performance input from a player, the music performance input corresponding to a portion of the musical content previously performed by the musician.

84. (Previously Presented) The method of claim 1, wherein the music playback format is mp3.

85. (Previously Presented) The method of claim 1, wherein the music playback format is wav.
86. (Previously Presented) The method of claim 1, wherein the music playback format is playable by a CD player.
87. (Previously Presented) A method for selling a music-based video game in conjunction with a recorded music product, the method comprising the steps of:
- (a) creating a portion of a video game based on a quantum of music content;
 - (b) storing, on a server, the portion of the video game;
 - (c) offering, via an online store, as a single unit the quantum of music content in a music playback format and the portion of the created video game; and
 - (d) transmitting electronically, to a user, the quantum of music content in a music playback format and the portion of the created video game.
88. (Previously Presented) The method of claim 87, wherein step (c) comprises offering for sale, via an online music store, as a single unit the quantum of music content in a music playback format and the portion of the created video game.
89. (Previously Presented) The method of claim 88, wherein step (d) comprises transmitting electronically, to a purchaser, the quantum of music content in a music playback format and the portion of the created video game.
90. (Previously Presented) The method of claim 87, wherein the music playback format is mp3.
91. (Previously Presented) The method of claim 87, wherein the music playback format is wav.
92. (Previously Presented) The method of claim 87, wherein the music playback format is aiff.

93. (Previously Presented) The method of claim 87 wherein step (a) comprises creating a video game based on the quantum of music content, the created video game comprising a type of video game selected from the group consisting of: a rhythm-action video game; a sing-along video game; a dance-along video game; a character action video game; a first-person shooter video game; and a third-person shooter video game.

94. (Previously Presented) The method of claim 87 wherein step (a) comprises creating a video game based on the quantum of music content in which user input is received via an input device selected from the group consisting of: a camera; a floor pad; a microphone; a musical controller, and a game controller.

95. (Previously Presented) The method of claim 87 wherein step (a) comprises creating a portion of a video game based on the quantum of music content in which a musical time axis is represented as a spatial path.

96. (Previously Presented) The method of claim 95 wherein the spatial path does not lie within an image plane of a display and is rendered into the image plane of the display.

97. (Previously Presented) The method of claim 87 wherein step (a) comprises creating a portion of a video game based on the quantum of music content that includes as a game character a computer-generated likeness of a musician.

98. (Previously Presented) The method of claim 97 wherein step (a) further comprises creating a portion of a video game in which a musical time axis is represented as a spatial path.

99. (Previously Presented) The method of claim 98 wherein the spatial path does not lie within an image plane of a display and is rendered into the image plane of the display.

100. (Previously Presented) The method of claim 98 wherein the spatial path leads to the computer generated likeness of the musician.

101. (Previously Presented) The method of claim 97 wherein the musician is at least partially responsible for creating the quantum of music content from which the portion of the video game is created.

102. (Previously Presented) The method of claim 101, wherein the computer-generated likeness of the musician responds to input from a player.

103. (Previously Presented) The method of claim 101, wherein the computer-generated likeness of the musician responds to music performance input from a player.

104. (Previously Presented) The method of claim 101, wherein the computer-generated likeness of the musician responds to music performance input from a player, the music performance input corresponding to a portion of the musical content previously performed by the musician.

105. (New) An article of manufacture comprising a single computer readable medium adapted to provide both a music-based video game and music playback, the computer readable medium comprising:

executable code for executing a portion of a video game based on a quantum of music content; and

executable code for playing the quantum of music in a music playback format.